
Subject: Jonwil- Errors in the code for drawing the HUD in shaderhud.cpp

Posted by [Tunaman](#) on Mon, 16 Jul 2007 09:31:18 GMT

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I don't really know where to report this, so I'll just make a topic about it.

In shaderhud.cpp there are a few errors regarding the drawing of the HUD which are fairly annoying..

```
if (QuadXPos < 0)
{
    QuadXPos += ScreenResolution->Bottom;
}
if (QuadYPos < 0)
{
    QuadYPos += ScreenResolution->Right;
}
```

which should be

```
if (QuadXPos < 0)
{
    QuadXPos += ScreenResolution->Right;
}
if (QuadYPos < 0)
{
    QuadYPos += ScreenResolution->Bottom;
}
```

The same mistake is also in the code for drawing the HealthBar, ShieldBar, HealthIcon, ShieldIcon. :[

Could you please fix this in the next scripts release?

Subject: Re: Jonwil- Errors in the code for drawing the HUD in shaderhud.cpp

Posted by [_SSnipe_](#) on Mon, 16 Jul 2007 09:37:50 GMT

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i dont get what it does but ok fix it XD

Subject: Re: Jonwil- Errors in the code for drawing the HUD in shaderhud.cpp

Posted by [Tunaman](#) on Mon, 16 Jul 2007 09:43:53 GMT

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Its so that you can put negative values for the X and Y positions of each of those HUD elements and it makes them start at the bottom and the right positions instead of the top and left. I would also fix it for myself but d3d9.h is not included in the scripts package.

Subject: Re: Jonwil- Errors in the code for drawing the HUD in shaderhud.cpp
Posted by [JohnDoe](#) on Mon, 16 Jul 2007 17:38:39 GMT

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tuna gettin all fat with it

Subject: Re: Jonwil- Errors in the code for drawing the HUD in shaderhud.cpp
Posted by [danpaul88](#) on Mon, 16 Jul 2007 19:10:42 GMT

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Tunaman wrote on Mon, 16 July 2007 10:43I would also fix it for myself but d3d9.h is not included in the scripts package.

Install the DirectX SDK, its in there.

Subject: Re: Jonwil- Errors in the code for drawing the HUD in shaderhud.cpp
Posted by [Tunaman](#) on Mon, 16 Jul 2007 19:18:56 GMT

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JohnDoe wrote on Mon, 16 July 2007 13:38tuna gettin all fat with it
lol

Thanks DP.. forgot about that, I usually use C# instead of C++ so I hadn't updated my compiler to work with the SDK yet.
